T08090 27200860

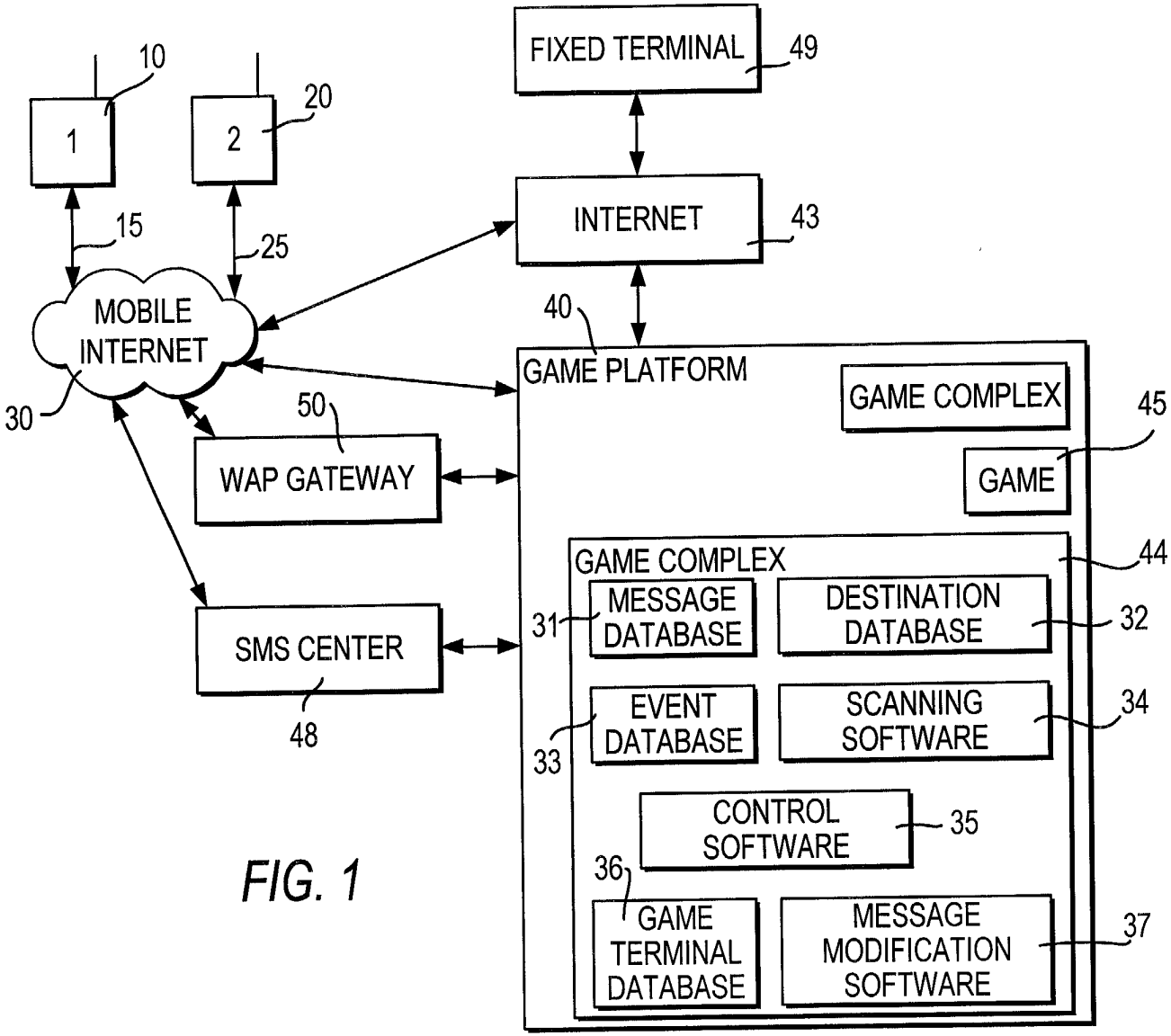
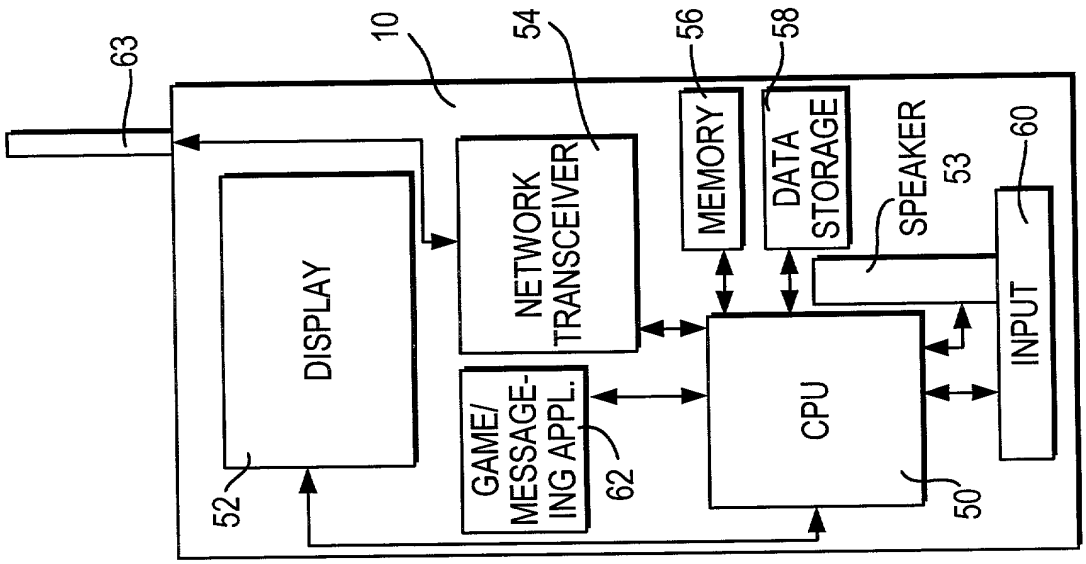


FIG. 1

FIG. 2


63
10
54
56
58
DISPLAY
NETWORK TRANSCEIVER
MEMORY
DATA STORAGE
SPEAKER 53
60
GAME/ MESSAGE-ING APPL.
CPU
INPUT
52
62
50

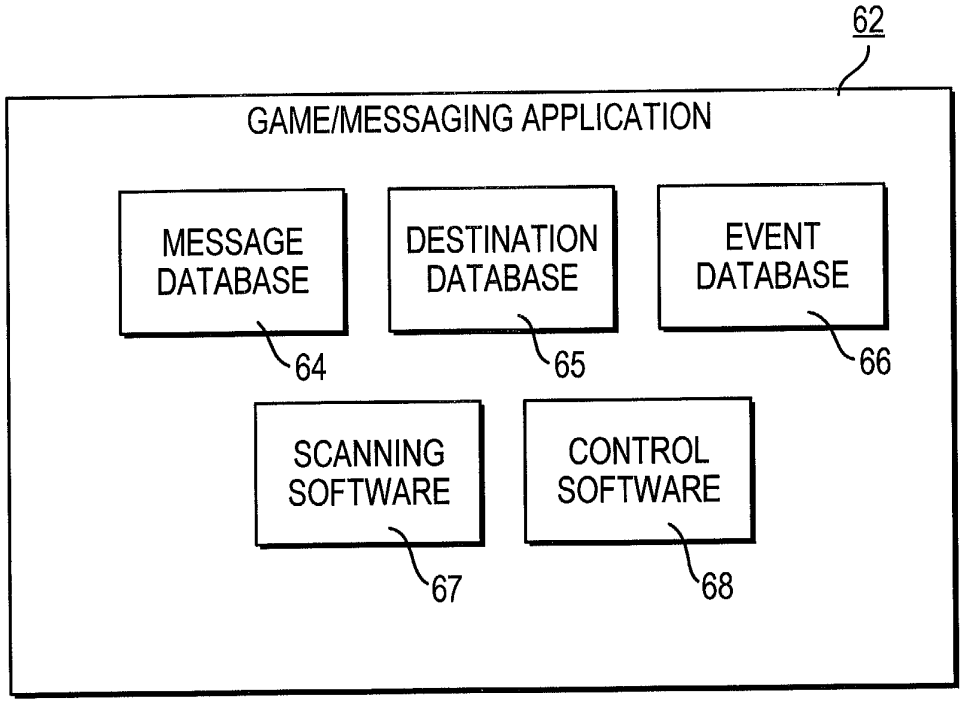

62
GAME/MESSAGING APPLICATION
MESSAGE DATABASE
64
DESTINATION DATABASE
65
EVENT DATABASE
66
SCANNING SOFTWARE
67
CONTROL SOFTWARE
68

FIG. 3

TD8090" 2200860

GAME TERMINAL DATABASE 32

PLAYER #	TERMINAL TYPE	TERMINAL CAPABILITY/MESSAGE TYPE	DESTINATION ADDRESS
PLAYER 1	NOKIA 3210	PICTURE MESSAGE	ADDRESS 1
PLAYER 2	NOKIA 6210	PICTURE MESSAGE	ADDRESS 2
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
PLAYER 22	NOKIA 2110	TEXT MESSAGE	ADDRESS 22
PLAYER 23	NOKIA MULTIMEDIA	VIDEO MESSAGE	ADDRESS 23
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
PLAYER XXXX	TERMINAL YYYY	MASSAGE ZZZZZZ	ADDRESS XXXX

47

FIG. 4

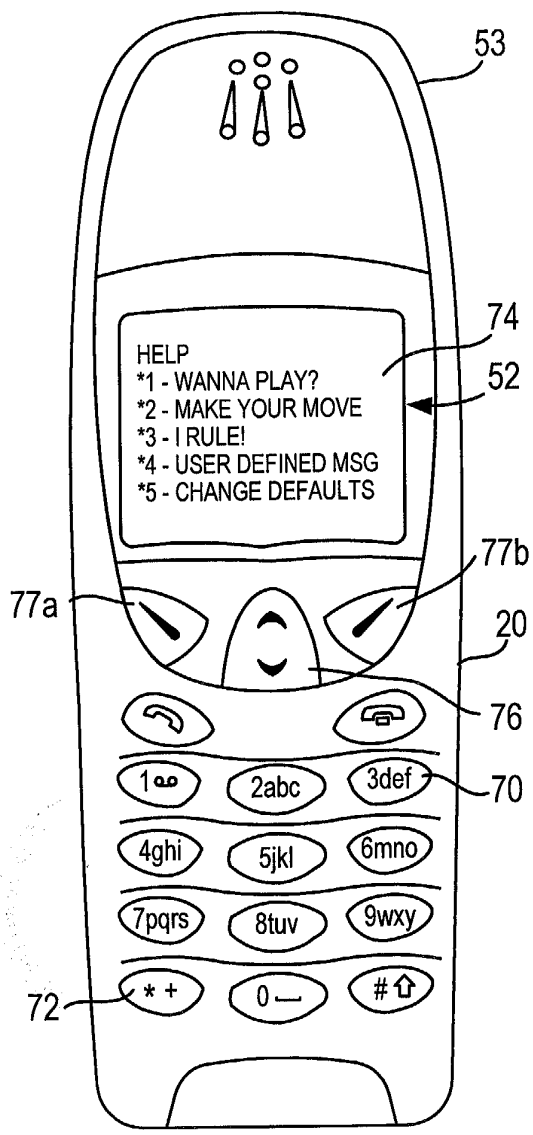


FIG. 5A

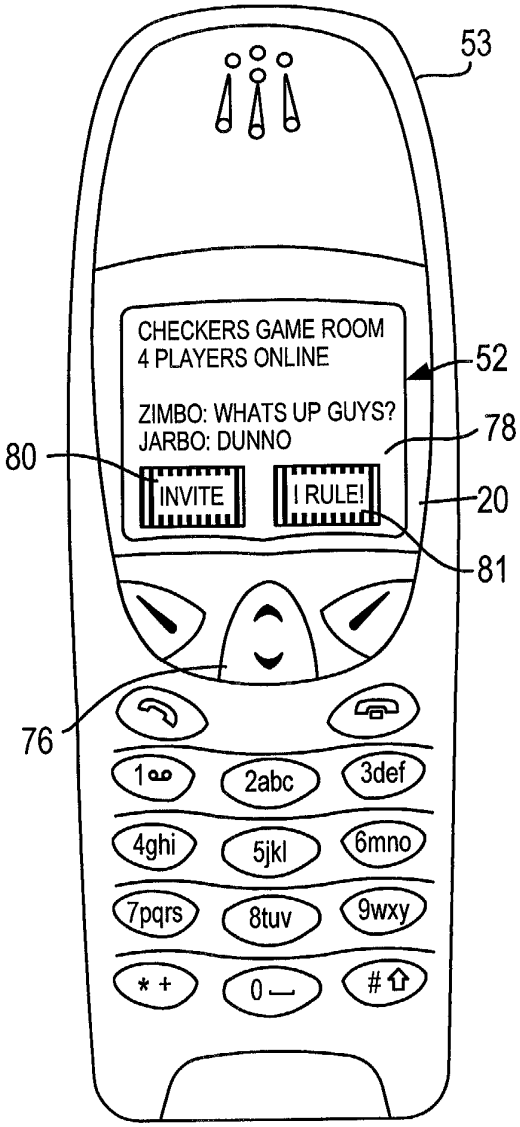


FIG. 5B

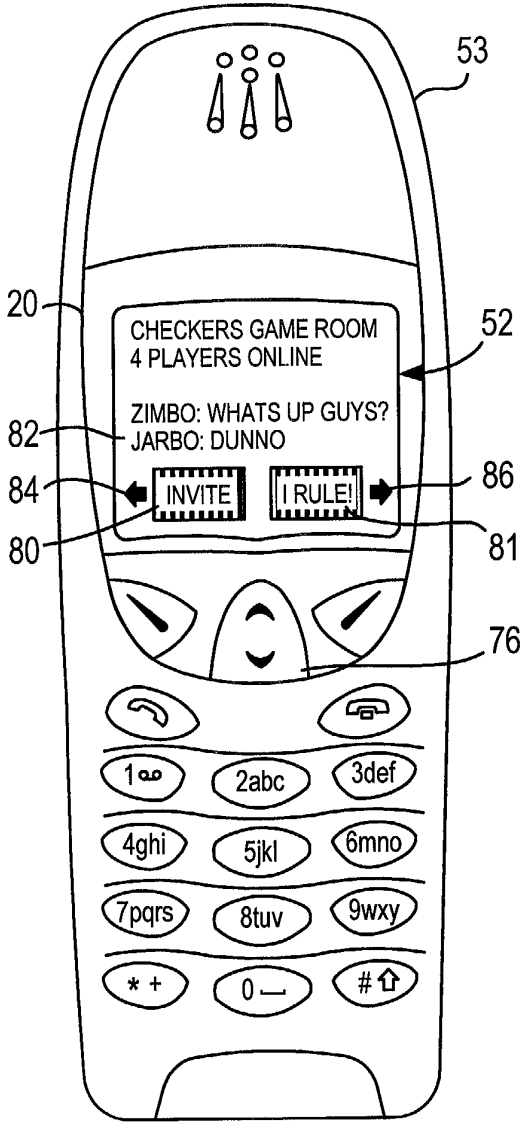


FIG. 5C

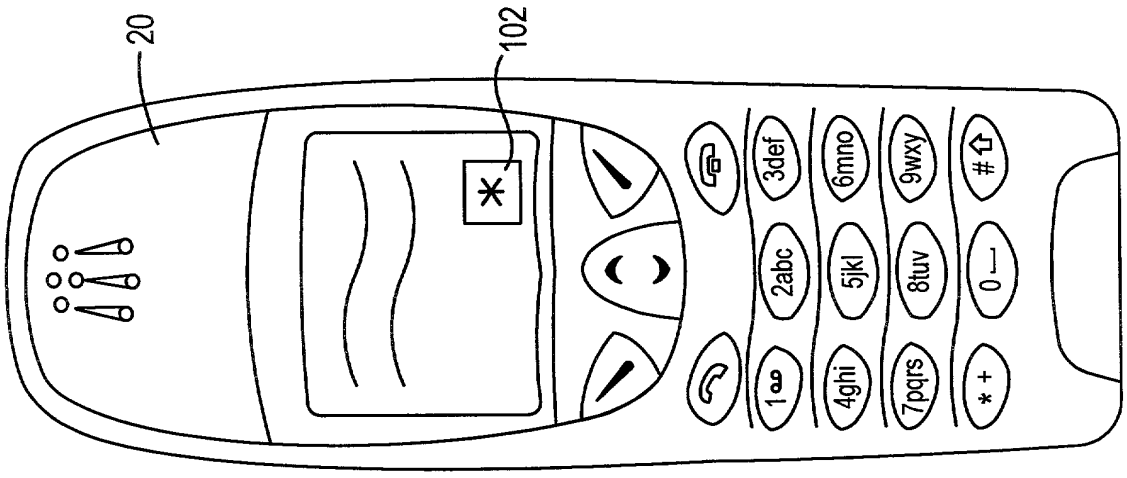


FIG. 6

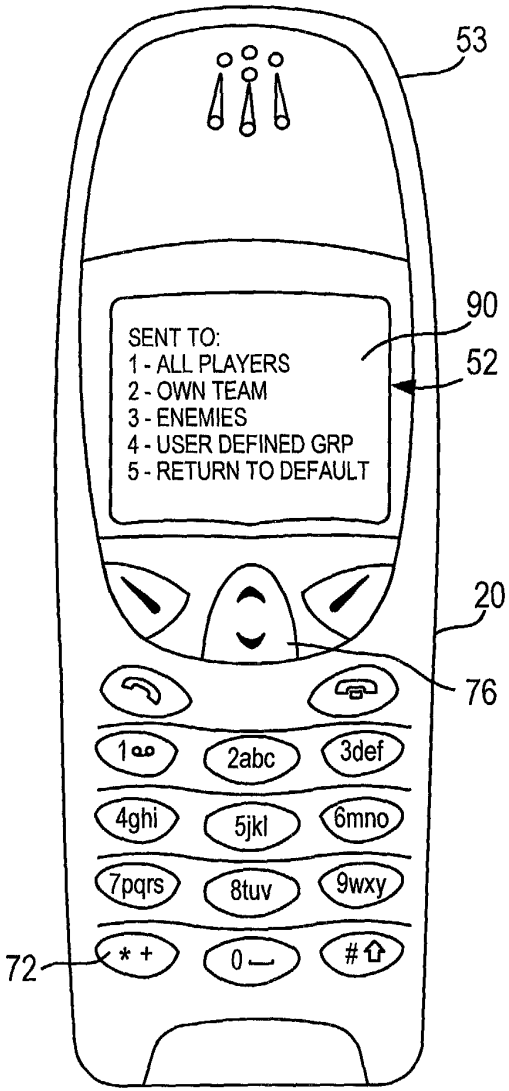

53
SENT TO:
1 - ALL PLAYERS
2 - OWN TEAM
3 - ENEMIES
4 - USER DEFINED GRP
5 - RETURN TO DEFAULT
90
52
20
76
1
2abc
3def
4ghi
5jkl
6mno
7pqrs
8tuv
9wxy
* +
0
⇧
72

FIG. 7A

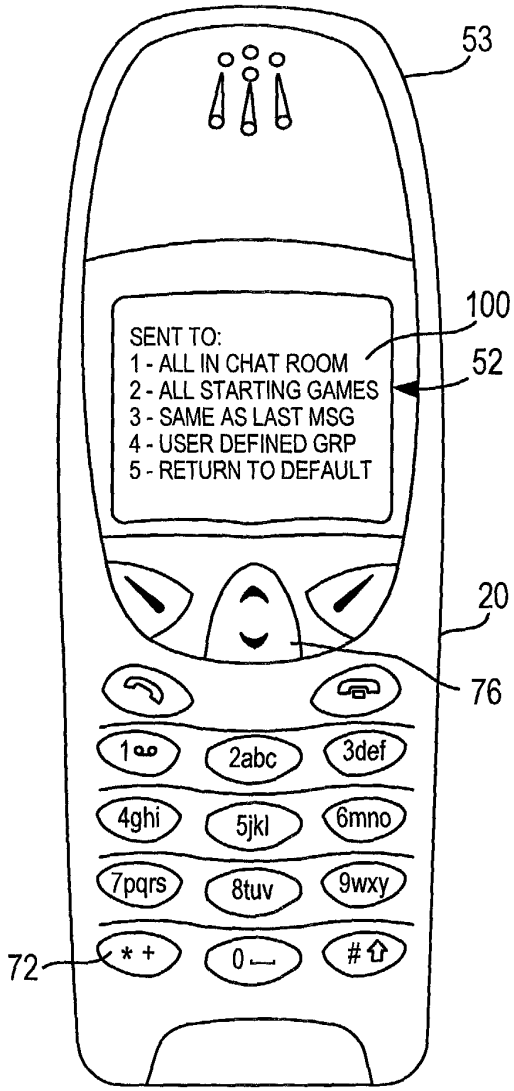

53
SENT TO:
1 - ALL IN CHAT ROOM
2 - ALL STARTING GAMES
3 - SAME AS LAST MSG
4 - USER DEFINED GRP
5 - RETURN TO DEFAULT
100
52
20
76
1
2abc
3def
4ghi
5jkl
6mno
7pqrs
8tuv
9wxy
* +
0
⇧
72

FIG. 7B